



RESIDENT EVIL 2 GREATEST HITS

10 PTS.

RESIDENT EVIL 2 GREATEST HITS

10 PTS.

TAKE IT TO THE EDGE. CAPCOM EDGE.

JOIN THE RANKS OF THE WORLD'S GAMING ELITE AND EARN CAPCOM EDGE POINTS EVERY TIME YOU BUY THE CAPCOM GAMES YOU LOVE. COLLECT MORE POINTS AND GET ALL KINDS OF COOL STUFF LIKE T-SHIRTS, WATCHES, SUNGLASSES, PORTABLE STEREOS AND OTHER CAPCOM EDGE GEAR. DON'T FIGHT IT! JOIN TODAY!

MEMBERSHIP DETAILS INSIDE.
CHECK OUT: WWW.CAPCOM.COM



CAPCOM
www.capcom.com

CAPCOM ENTERTAINMENT, INC. 475 Oakmead Parkway Sunnyvale, CA 94086

© CAPCOM CO. LTD. 1997, 1998 © CAPCOM U.S.A., INC. 1997, 1998 ALL RIGHTS RESERVED. RESIDENT EVIL and CAPCOM EDGE are trademarks of CAPCOM CO. LTD. CAPCOM is a registered trademark of CAPCOM CO. LTD.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U.S. DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



NTSC U/C

PlayStation



SLUS-00748/00750



CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting RESIDENT EVIL™ 2, the sequel to CAPCOM's survival horror hit. We have endeavored to improve RESIDENT EVIL, delving deeper into the events in Raccoon City and making it an even more enjoyable scare. We at CAPCOM ENTERTAINMENT are proud to bring you this chilling new addition to your video game library.

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CAPCOM

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94086

© CAPCOM CO., LTD. 1997, 1998 ALL RIGHTS RESERVED.
© CAPCOM U.S.A., INC. 1997, 1998 ALL RIGHTS RESERVED.
RESIDENT EVIL is a trademark of CAPCOM CO. LTD. CAPCOM is a registered trademark of CAPCOM CO., LTD. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

CAPCOM HINT LINE

Hints are available:

1-900-680-CLUE (1-900-680-2583)

\$.99 per minute for 24-hr. pre-recorded information.
\$1.25 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 (\$1.25 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday-Friday 8:00 a.m. - 5:00 p.m. Pacific Standard Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

CAPCOM ON-LINE

<http://www.capcom.com>

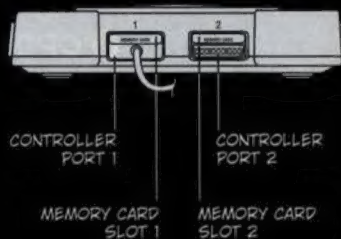
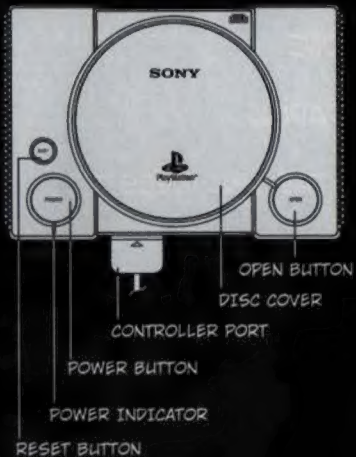
CompuServe users, select Go. . .
then type: capcom

Visit our website to see all the great new CAPCOM products or to play certain games on-line! Or just e-mail us for help or to find out what's new at CAPCOM!

- ② MISSION SET-UP
- ③ MISSION CONTROLS
- ⑤ A CITY CRAWLING WITH CONFUSION
- ⑥ STARTING A MISSION
- ⑥ OPTION MODE
- ⑦ SAVING/LOADING
- ⑨ STARTING THE 2ND MISSION
- ⑨ STATUS SCREEN
- ⑪ ITEM BOX
- ⑬ RACCOON CITY'S ONLY HOPE
- ⑭ CAN'T SURVIVE?
- ⑰ WARRANTY

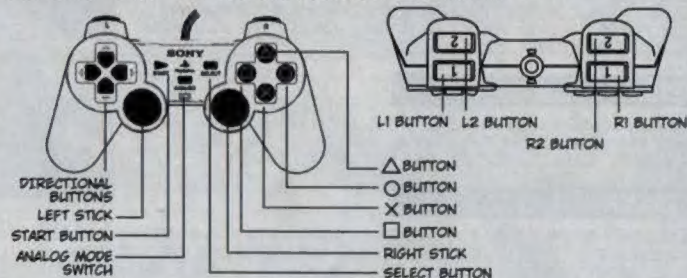
MISSION SET-UP

SET UP YOUR PLAYSTATION® GAME CONSOLE ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL. MAKE SURE THE POWER IS OFF BEFORE INSERTING OR REMOVING A COMPACT DISC. INSERT EITHER RESIDENT EVIL 2 DISC AND CLOSE THE DISC COVER. INSERT CONTROLLERS AND TURN ON THE PLAYSTATION GAME CONSOLE. FOLLOW THE ON-SCREEN INSTRUCTIONS TO START A GAME.



MISSION CONTROLS (DEFAULT)

BUTTON	FUNCTION
START BUTTON	STARTS GAME / PAUSES GAME
SELECT BUTTON	ACCESS OPTION MODE FROM GAMEPLAY
DIRECTIONAL BUTTON.....	SELECTS MODE (TITLE SCREEN)
	MOVES CHARACTER (SEE BELOW)
× BUTTON	ACTION BUTTON / OPENS DOORS
	ATTACK
□ BUTTON.....	RUN (SEE BELOW)
R1 BUTTON	DRAWS WEAPON
○ BUTTON.....	ACCESS THE STATUS SCREEN
△ BUTTON	CANCEL PREVIOUS ACTION
LEFT STICK.....	MOVE CHARACTER
RIGHT STICK	SWITCH TO SUBSCREEN
ANALOG MODE SWITCH	ANALOG SWITCH



SPECIAL CONTROLS (DEFAULT)

GO FORWARD/PUSH ITEM



GO BACKWARD

CHECK ITEM

SAME AS ACTION (THE X BUTTON). IF YOU PRESS THE X BUTTON DURING GAME PLAY, YOUR CHARACTER WILL CHECK THE OBJECT IN FRONT OF HIM/HER. A MESSAGE WILL APPEAR TO LET YOU KNOW WHAT YOU FOUND. IF THERE IS NOTHING THERE, NO MESSAGE APPEARS. THIS CONTROL ALSO OPENS DOORS AND TALKS TO OTHER CHARACTERS.

RUN

HOLD THE \square BUTTON, THEN PRESS THE DIRECTIONAL BUTTON \blacktriangle TO RUN FORWARD. HOLD \blacktriangle OR \blacktriangleright WITH \blacktriangle TO RUN LEFT OR RIGHT. YOU CANNOT RUN BACKWARDS.

USE WEAPON

HOLD THE R1 BUTTON TO DRAW WEAPON, THEN USE THE DIRECTIONAL BUTTON TO AIM (\blacktriangle OR \blacktriangledown MOVES WEAPON UP OR DOWN; \blacktriangleleft OR \blacktriangleright MOVES WEAPON LEFT OR RIGHT). PRESS THE X BUTTON TO ACTIVATE WEAPON. IF YOUR BUTTON CONFIGURATION IS SET TO "C" THE "AUTO-AIM" FUNCTION IS ACTIVATED. AFTER DRAWING YOUR WEAPON, PRESS THE L1 BUTTON TO SELECT WHICH ENEMY YOU WILL TARGET (SEE OPTION MODE, PAGE 6 FOR MORE).

PUSH ITEM

SOME ITEMS CAN BE MOVED BY PUSHING THEM. FACE THE ITEM YOU WANT TO MOVE AND PRESS \blacktriangle ON THE DIRECTIONAL BUTTON. IF THE OBJECT CANNOT BE MOVED, YOUR CHARACTER WILL NOT TRY TO PUSH IT.

RESET GAME

TO RETURN TO THE RESIDENT EVIL 2 TITLE SCREEN DURING GAME PLAY, PRESS THE SELECT BUTTON TO ACCESS THE OPTION MODE. HIGHLIGHT RESET AND PRESS THE X BUTTON. SELECT YES TO RESET YOUR GAME OR NO TO RETURN TO THE OPTION MODE. PRESS THE X BUTTON TO MAKE YOUR SELECTION.



A CITY CRAWLING WITH CONFLUSION

IMAGINE A NORMAL MID-WESTERN U.S. TOWN, BUILT AT THE BASE OF A VAST FOREST. BUSINESS THRIVED HERE, ESPECIALLY WITH THE ADVENT OF SEVERAL NEW INDUSTRIES. HECK, YOU CAN'T FIND A MORE PEACEFUL WILDERNESS GETAWAY THAN RACCOON CITY.

THEN THE TROUBLE BEGAN.

AND IT LEADS BACK TO WHEN THE CORPORATION ARRIVED.

RUMORS BEGAN TO SPREAD, AND THE TOWN WAS OVERCOME WITH ODD OCCURRENCES. UNIDENTIFIABLE CREATURES APPEARED OUT OF NOWHERE, AND FATAL ACCIDENTS HAPPENED AT AN ALARMING RATE. WORD GOT OUT ABOUT A SEVERE ACCIDENT AT A MOUNTAIN LAB. NO ONE IN TOWN KNEW WHAT WAS HAPPENING TO THEIR QUIANT TOWN.

THE RACCOON POLICE DEPARTMENT, IN AN EFFORT TO CALM THE GROWING FEAR AMONG LOCALS, RECRUITED SEVERAL NEW OFFICERS. LEON S. KENNEDY IS ONE OF THE PROMISING NEW RECRUITS. AS LEON PREPARES TO JOIN HIS NEW UNIT, HE ATTEMPTS TO CONTACT THE CAPTAIN WHO HIRED HIM, BUT HAS NO LUCK REACHING HIM. UNFAZED, HE CONTINUES INTO RACCOON CITY TO HIS NEW JOB.

AT THE OTHER SIDE OF TOWN, A DISTRAUGHT CLAIRE REDFIELD SEARCHES FOR HER MISSING BROTHER, CHRIS. CLAIRE BEGINS HER SEARCH IN RACCOON CITY, THE LAST KNOWN LOCATION OF HER BROTHER NEARLY TWO MONTHS AGO, ONLY TO LEARN ABOUT THE "ACCIDENT" IN THE FOREST. IS CHRIS STILL IN RACCOON CITY?

SADLY FOR LEON AND CLAIRE, THEY ARE COMPLETELY UNAWARE OF THE OVERWHELMING WORLD OF HORROR AND DESPAIR THEY BOTH ARE ABOUT TO ENTER...

STARTING A MISSION

BEGIN BY PLACING DISC #1 (TO PLAY AS LEON), OR DISC #2 (TO PLAY AS CLAIRE) INTO YOUR PLAYSTATION® GAME CONSOLE AND TURN THE POWER ON.

ORIGINAL GAME

NORMAL MODE THE ORIGINAL UNTOUCHED VERSION OF RESIDENT EVIL 2

EASY MODE A BEGINNERS VERSION OF RESIDENT EVIL 2 WHICH GIVES YOU MORE AMMO AND MAKES ENEMIES WEAKER.

ARRANGE GAME

THIS IS AN ENHANCED VERSION OF RESIDENT EVIL 2 WITH NEW SURPRISES NOT FOUND IN THE ORIGINAL GAME.

ROOKIE MODE WHEN YOU START THE ARRANGE MODE YOU START IN ROOKIE MODE. ROOKIE MODE STARTS YOU OFF WITH SPECIAL WEAPONS AND UNLIMITED AMMO. THE SUB-MACHINE GUN, THE ROCKET LAUNCHER AND THE GATTLING GUN CAN BE FOUND IN ANY ITEM BOX.

LOAD GAME

SELECT LOAD GAME IF YOU HAVE A PREVIOUSLY-MADE GAME ON A MEMORY CARD. SEE THE SAVING/LOADING SECTION FOR MORE INFORMATION.

OPTION MODE

SELECT THIS TO ENTER THE OPTION MODE, OR ENTER THIS MODE DURING GAMEPLAY BY PRESSING THE SELECT BUTTON (EXCEPT DURING A CINEMA OR WHILE THE STATUS SCREEN APPEARS). YOU CAN ADJUST THE CONFIGURATION OF YOUR BUTTONS (KEY CONFIG), ADJUST THE SOUND MODE, ADJUST YOUR MONITOR, OR RESET YOUR GAME (SEE PAGE 4).

WHEN ADJUSTING YOUR KEY CONFIGURATION, THERE ARE 3 SET CONFIGURATIONS: A, B OR C. YOU WILL NOTICE WITH EACH CONFIGURATION THE WORD "MANUAL" OR "AUTO" APPEARS ON-SCREEN. THIS REFERS TO "MANUAL" OR "AUTO" AIM FUNCTIONS FOR YOUR WEAPON. IN "C" CONFIGURATION, YOU WILL HAVE "AUTO-AIM" WHICH KEEPS YOU TARGETED ON THE ENEMY. TO CHANGE WHICH ENEMY YOU ARE TARGETING, WHILE YOUR WEAPON IS DRAWN, PRESS THE L1 BUTTON UNTIL YOU ARE TARGETING THE DESIRED ENEMY. YOU CAN TURN THE "AUTO-AIM" ON AND OFF BY ACCESSING THE OPTION MODE.

SELECT THE SOUND MODE TO ADJUST YOUR SOUND BETWEEN STEREO AND MONO, DEPENDING ON THE CAPABILITIES OF YOUR SYSTEM. YOU MAY ALSO ADJUST THE VOLUME.

NOTE: VOLUME OF THE SOUND DURING CINEMATIC SEQUENCES (OTHER THAN THE CG ANIMATION) CANNOT BE ADJUSTED.

TO ADJUST THE BRIGHTNESS OF YOUR MONITOR TO MAXIMIZE PICTURE QUALITY, SELECT MONITOR ADJUST. COLOR BARS WILL APPEAR AT THE TOP OF THE SCREEN, SO ADJUST THE BRIGHTNESS OF YOUR T.V. MONITOR AS OUTLINED IN THE INSTRUCTIONS PACKAGED WITH YOUR T.V. MONITOR.

WHEN YOU HAVE FINISHED ADJUSTING YOUR OPTIONS, SELECT EXIT. SELECT YES TO EXIT, OR NO TO RETURN TO THE OPTION MODE.

SAVING/LOADING

SAVING

TO SAVE A GAME YOU MUST PLACE AN INK RIBBON INTO A TYPEWRITER. INK RIBBONS CAN BE FOUND IN VARIOUS PLACES THROUGHOUT THE GAME. ONCE YOU FIND A RIBBON, STAND IN FRONT OF THE TYPEWRITER AND PRESS THE X BUTTON. YOU WILL BE ASKED IF YOU WANT TO SAVE YOUR PROGRESS. CHOOSE YES OR NO.

NOTE: YOU'LL NEED TO FIND AN INK RIBBON EACH TIME YOU WANT TO SAVE, SO USE YOUR INK RIBBONS WISELY.



IF YOU ATTEMPT TO SAVE, AND THE MESSAGE "NO EMPTY BLOCK" APPEARS, YOU WILL BE UNABLE TO SAVE THE CURRENT DATA ON THAT MEMORY CARD. YOU MUST USE A DIFFERENT MEMORY CARD WITH ENOUGH FREE MEMORY OR CREATE SPACE ON THE CURRENT MEMORY CARD. TO ENSURE YOUR MEMORY CARD HAS ENOUGH SPACE AVAILABLE TO SAVE, FOLLOW THE INSTRUCTIONS OUTLINED IN THE MANUAL PACKAGED WITH YOUR PLAYSTATION® GAME CONSOLE.

WARNING: MAKE SURE YOU HAVE AT LEAST 1 BLOCK AVAILABLE ON YOUR MEMORY CARD BEFORE BEGINNING PLAY. THIS ENSURES THAT YOUR PROGRESS CAN BE SAVED. WITHOUT A FREE BLOCK, YOUR PROGRESS MAY BE ALL FOR NAUGHT. AVOID FRUSTRATION BY PREPARING YOUR MEMORY CARD.

WHILE SAVING, DO NOT REMOVE THE MEMORY CARD, RESET YOUR GAME OR TURN OFF YOUR PLAYSTATION GAME CONSOLE. THIS MAY DESTROY YOUR SAVED DATA.

UP TO 15 DIFFERENT FILES CAN BE SAVED, AND 1 FILE CONSUMES 1 BLOCK OF MEMORY ON A MEMORY CARD.

WHEN SAVING A FILE, YOU WILL KNOW THE FILE IS SAVING SUCCESSFULLY FROM THE SOUND OF THE TYPEWRITER KEYS BEING TAPPED. ALSO, THE SAVE INFORMATION WILL BE TYPED ON-SCREEN.

LOADING

IF YOU HAVE A PREVIOUSLY SAVED GAME, MAKE SURE THE MEMORY CARD WITH THE FILE(S) IS INSERTED INTO THE MEMORY CARD SLOT 1. THEN HIGHLIGHT LOAD GAME FROM THE TITLE SCREEN AND PRESS THE X BUTTON. YOUR FILE(S) WILL APPEAR. USE THE DIRECTIONAL BUTTON TO HIGHLIGHT THE FILE YOU WANT TO RE-START, THEN PRESS THE X BUTTON. IF YOU WANT TO RETURN TO THE TITLE SCREEN WITHOUT LOADING A FILE SIMPLY PRESS THE △ BUTTON.

WHILE LOADING, DO NOT REMOVE THE MEMORY CARD, RESET YOUR GAME OR TURN OFF YOUR PLAYSTATION GAME CONSOLE. THIS MAY DESTROY YOUR SAVED DATA.

TO REGISTER

Capcom Privacy Policy

Capcom is very concerned about the protection of identifiable information shared with other people voluntarily submitted through Capcom's registration only by Capcom, Inc. to improve Capcom's products. Capcom will not share any personally identifiable information to GamePro Magazine under our Fighters Edge program in the future request information from you that

To protect the information you've given to Capcom with Capcom, we will send you a notice, via post, if inaccurate, you may correct information by sending update your contact information or you do not want to include in your message the name of the

On Capcom's website, Capcom may use "cookies" on a computer to help "personalize" your visit to the website you left off in a game. The cookie only tells us that you have visited our website. If you do not give us your personally identifiable information, we cannot guarantee that we can help us protect their privacy by instructing them without permission. If you are a parent or guardian of a child, we recommend reviewing the Children's Online Privacy Policy.

Parental Consent If under 18 years old
I have read and understood Capcom's Privacy Policy

Name: _____

Relationship to Child: _____

Address: _____

Signature: _____

IF
APP
THA
WIT
ME
SPA
THE
WA
YOU
YOU
PRO
PRE
WH
GA
DES
UP
BL
WH
CES
TAP
LC
IF
CAR
THE
THE
BUT
PRE
SC
WH
GA
DES

PLEASE DROP THIS CARD IN AN ENVELOPE AND MAIL TO:

Warranty Registration
Capcom Entertainment, Inc.
475 Oakmead Parkway
Sunnyvale, CA 94086

of privacy for all Capcom customers. Capcom respects your privacy and your choice not to have your personally identifiable data, such as names, addresses, e-mail addresses, and the like, only when the registration process by a customer or a Web site visitor. All information gathered in the registration process will be used to provide you with information about our products, services and Web site and to inform you of Capcom's new products, new releases and promotional programs. If you provide information you provide with any other company without permission. By signing up to receive a free subscription to GamePro Magazine, you permit Capcom to share your information on your sign-up card with GamePro Magazine. Capcom may share your information with others. In these situations, you will be told of this fact, and given an opportunity to say no.

Capcom, we use commercially reasonable measures to prevent others from accessing your information. Once you register, we will confirm the accuracy of the information we have for your registration. If you find any information that is incorrect, please let us know by contacting us at megamail@capcom.com. If at any time you want to receive new product information from us, let us know by contacting us at megamail@capcom.com. Please be sure to provide the Web site at which you registered and the e-mail address you used to register so that we can verify your request.

Capcom uses cookies to enhance your experience at our Web site. Cookies are pieces of information that we may place on your computer. For example, a cookie will allow us to remember certain things about you, such as your screen name or where you have visited the site and may contain certain information that will help us make your visit more enjoyable but not personally identifiable. Capcom's Web sites may contain links to other sites for your convenience. Because Capcom does not have any control over these other sites, we encourage parents to monitor their children's online use, and to never provide personally identifiable information, such as names and addresses, on this site or any other site. Capcom and are interested in knowing more about Capcom's policy regarding the online collection of information from our Web site. Please see our Privacy Policy.

I hereby consent to Capcom's collection and use of the information disclosed on this card.

STARTING THE 2ND MISSION

RESIDENT EVIL 2 IS EQUIPPED WITH A NEW EXTENDED GAMEPLAY SYSTEM. SITUATIONS THAT YOU ENCOUNTERED THE FIRST TIME YOU PLAYED THE GAME THROUGH HAVE A BEARING ON SITUATIONS YOU ENCOUNTER THE NEXT TIME YOU PLAY.


WHEN YOU COMPLETE YOUR MISSION AS LEON OR CLAIRE, YOU WILL SAVE YOUR COMPLETED GAME DATA AT THE END OF THE GAME. TAKE THAT SAVED GAME DATA AND RE-LOAD IT ON THE OPPOSITE DISC AND PLAY THE ADVENTURE WITH THE OPPOSITE CHARACTER.

FOR EXAMPLE, WHEN YOU PLAY LEON'S MISSION AND YOU COMPLETE IT, SAVE THE COMPLETED GAME DATA ON YOUR MEMORY CARD. THEN LOAD THE CLAIRE MISSION DISC. CHOOSE LOAD GAME FROM THE TITLE SCREEN AND SELECT THE LEON COMPLETED GAME DATA YOU SAVED. NOW YOU WILL EXPERIENCE LEON'S MISSION WITH CLAIRE.

THE SAME GOES FOR CLAIRE'S MISSION.

GIVE IT A SHOT. . . IF YOU'VE GOT THE GUTS.

STATUS SCREEN

WHEN YOU PRESS THE  BUTTON DURING GAME PLAY THE STATUS SCREEN APPEARS. THIS SCREEN SHOWS YOUR CHARACTER'S CONDITION AND THE ITEMS YOU ARE CARRYING. USE THE DIRECTIONAL BUTTON TO HIGHLIGHT AN ITEM OR FUNCTION, THEN PRESS THE X BUTTON TO ACTIVATE THE OPTIONS.



ITEMS

AFTER HIGHLIGHTING THE ITEM YOU WANT TO USE, PRESS THE X BUTTON. YOU THEN HAVE 3 OPTIONS IN THE COMMAND WINDOW: USE/EQUIP, CHECK OR COMBINE.

USE/EQUIP

TO USE THE ITEM, HIGHLIGHT *USE* AND PRESS THE X BUTTON. FOR WEAPONS, *EQUIP* WILL APPEAR INSTEAD OF USE. IF YOU SELECT EQUIP, YOU'LL BE EQUIPPED WITH THAT WEAPON. YOU CANNOT USE A WEAPON UNTIL YOU HAVE EQUIPPED IT. YOU CAN ONLY USE 1 WEAPON AT A TIME.

CHECK

THIS OPTION ALLOWS YOU TO EXAMINE AN ITEM OR WEAPON YOU HAVE ACQUIRED. HIGHLIGHT THE ITEM, THEN SELECT THE *CHECK* OPTION TO ACQUIRE FURTHER INFORMATION ABOUT THE ITEM.

COMBINE

SOME ITEMS HAVE A DIFFERENT EFFECT WHEN YOU COMBINE THEM WITH OTHER ITEMS, PARTICULARLY WEAPONS. WHEN YOU WANT TO RE-LOAD A CLIP OF AMMO FOR A GUN, SELECT THE CLIP THEN SELECT *COMBN* FROM THE COMMAND WINDOW. USE THE DIRECTIONAL BUTTON TO MOVE THE CURSOR ONTO THE GUN YOU WANT TO PUT THE CLIP IN.

TRY COMBINING OTHER ITEMS TO DISCOVER NEW EFFECTS.

CONDITION

ON THE STATUS SCREEN NEXT TO YOUR CHARACTER'S MUG SHOT IS AN ELECTROCARDIOGRAPH (ECG). THIS ECG SHOWS THE CURRENT CONDITION OF YOUR CHARACTER, AND WILL READ "FINE" OR WHATEVER THE STATUS OF YOUR CHARACTER IS. TO RETURN YOUR CHARACTER TO BETTER HEALTH, YOU MUST FIND MEDICINE.

MAP/FILE

THERE ARE 2 OTHER FUNCTIONS YOU CAN PERFORM FROM THE STATUS SCREEN:

MAP

SELECT THIS OPTION TO VIEW THE ROOMS AND AREAS YOU HAVE ALREADY VISITED. THIS FEATURE HELPS YOU KEEP TRACK OF WHERE YOU NEED TO GO.

FILE

AS YOU EXPLORE, YOU WILL DISCOVER NOTES, MESSAGES OR OTHER INFORMATION THAT WILL AUTOMATICALLY BE FILED IN YOUR CHARACTER'S NOTEBOOK. SELECT THIS TO VIEW THE CONTENTS OF MESSAGES FILED. HINTS MAY DEVELOP FROM THESE NOTES.

ITEM BOX

YOU WILL NOTICE THAT YOUR CHARACTER CAN ONLY CARRY A CERTAIN NUMBER OF ITEMS AT A TIME (LEON AND CLAIRE CAN CARRY UP TO 8 ITEMS). YOU CANNOT LOSE AN ITEM ONCE YOU FIND IT, BUT YOU CAN USE IT UP (LIKE AMMO, FOR EXAMPLE). IN ORDER TO CARRY ONLY THE ITEMS YOU NEED AT A CERTAIN TIME, YOU CAN STORE OTHER ITEMS IN AN ITEM BOX.

THESE ARE LOCATED IN STRATEGIC PLACES, AND YOU MUST USE THEM WISELY BECAUSE THEY ARE LIMITED IN SPACE. STAND IN FRONT OF THE ITEM BOX AND PRESS THE X BUTTON. THE ITEM SELECT SCREEN WILL THEN APPEAR.

YOU CAN EXCHANGE, GIVE OR TAKE OUT ITEMS FROM THE BOX. TO PLACE AN ITEM IN THE BOX, USE THE DIRECTIONAL BUTTON TO HIGHLIGHT THE ITEM, THEN PRESS THE X BUTTON. NOW SELECT A SLOT THAT READS "NO ITEM" AND PRESS THE X BUTTON. THE ITEM HAS NOW BEEN PLACED INTO THE BOX. IF THERE ARE NO SLOTS THAT READ "NO ITEM," THE ITEM BOX IS FULL.

TO EXCHANGE AN ITEM, PLACE THE CURSOR OVER THE ITEM YOU WANT TO EXCHANGE AND PRESS THE X BUTTON. NOW HIGHLIGHT THE ITEM IN THE BOX YOU WANT TO EXCHANGE AND PRESS THE X BUTTON. YOU HAVE NOW EXCHANGED ITEMS.

TO TAKE AN ITEM OUT OF THE BOX, YOU MUST HAVE AN EMPTY SLOT AVAILABLE TO CARRY THE ITEM. SELECT THE EMPTY SLOT FIRST THEN PRESS THE X BUTTON TO MOVE THE CURSOR TO THE ITEM BOX. HIGHLIGHT THE ITEM TO TAKE OUT OF THE BOX AND PRESS THE X BUTTON.

RANKING

WHEN YOU COMPLETE THE MISSION, YOU ARE GIVEN A RANK BASED ON HOW WELL YOU DID. THE RANKINGS ARE S (SUPERIOR), A, B, C AND D. YOU ARE RANKED BASED ON TOTAL TIME SPENT PLAYING THE GAME, AND THE NUMBER OF SAVES YOU USED DURING YOUR GAME PLAY. THE SHORTER THE TIME, AND THE LESS YOU SAVE GIVES YOU A HIGHER RANKING.

TRY TO INCREASE YOUR RANKING, AND WHO KNOWS...GOOD THINGS MAY HAPPEN.

RACCOON CITY'S ONLY HOPE

LEON S. KENNEDY

LEON IS AN IDEALISTIC ROOKIE COP. HE BURNS WITH THE NEED TO PROTECT AND TO SERVE, AND LIFE AS A CADET WAS AN EYE-OPENING EXPERIENCE. WHILE RECKLESS AND BRASH, LEON IS CERTAINLY NOT AS NAIVE AS HIS DEemeanOR WOULD SUGGEST. HE IS HIGHLY QUALIFIED FOR HIS NEW JOB WITH THE RACCOON POLICE.

ADA WONG

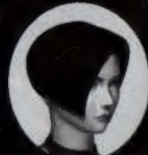
LEON STUMBLES UPON THIS MYSTERIOUS WOMAN WHO IS QUITE SECRETIVE YET, AT THE SAME TIME, A PROFESSIONAL AND SKILLED INVESTIGATOR. SHE CAN ALSO COME ACROSS AS CONDESCENDING, AND HAS A TENDENCY TO TALK DOWN TO THOSE SHE DEEMS INFERIOR TO HERSELF.

CLAIRE REDFIELD

CLAIRE IS A LIGHT-HEARTED, ARTICULATE MODERN WOMAN. WHILE SHE CAN BE A BIT OF A TOMBOY AT TIMES, SHE IS SOMEWHAT WILD, SELF-CONFIDENT AND EXTROVERTED, CLAIRE IS TYPICALLY THE FIRST PERSON TO TRY SOMETHING MANY OTHERS WOULD NOT.

SHERRY BIRKIN

A LONELY AND INSECURE 12-YEAR-OLD, SHERRY IS QUITE MATURE FOR HER AGE. SHE IS VERY SHY AND WHEN SHE SPEAKS, SHE LACKS SELF-CONFIDENCE AND ALWAYS HAS THE FEELING SHE IS LOST. SHERRY'S PARENTS ARE TOO WRAPPED UP IN THEIR WORK TO HEED THE EMOTIONAL NEEDS OF THEIR CHILD.



CAN'T SURVIVE? TRY THIS

1 *ENEMIES CAN BE KNOCKED DOWN:* ENEMIES WILL FALL AFTER TAKING SEVERAL SHOTS TO THE BODY. BUT AFTER THEY COME TO, THEY WILL BE BACK UP AND AFTER YOU IN AN INSTANT. CONSERVE AMMO BY KNOCKING DOWN THE ENEMIES THEN RUN PAST THEM.

2 *USE WEAPONS EFFECTIVELY:* WEAPON EFFECTIVENESS VARIES WITH RANGE AND TARGET. DETERMINE THE BEST WEAPON FOR THE SITUATION, TAKING INTO CONSIDERATION AMMO AVAILABILITY. THIS IS THE SINGLE MOST IMPORTANT FACTOR IN SURVIVAL.

3 *KNOW YOUR ENEMIES:* EACH ENEMY IS UNIQUELY SHAPED, ATTACKS DIFFERENTLY AND MOVES DIFFERENTLY. GET TO KNOW YOUR ENEMIES AND LEARN THEIR WEAK POINTS. THIS CAN MAKE YOU A MORE EFFECTIVE SURVIVOR.

4 *TRY ALL OPTIONS, SEARCH ALL AREAS:* STUCK? COME ACROSS A NEW ROOM WITH NOTHING TO DO AND NOWHERE TO GO? TRY USING ITEMS, PUSHING, CLIMBING, INVESTIGATING, ETC. WALK THE PERIMETER OF ROOMS AND AREAS TO FIND MORE MEDICINE AND OTHER IMPORTANT ITEMS. CHECK DEAD ENEMIES FOR AMMO.

EXPERIENCE THE TERROR THAT STARTED IT ALL!



Face your fear
in the original
blockbuster of
suspense and
horror. Blood-
thirsty zombies,
mutant beasts,
and monstrous
serpents lurk
around every
corner. Can you
survive?

If the suspense
doesn't kill you...
something else will.

New
Lower
Price!

Visit your local retailer or call 1-408-774-0400 to order your copy.

www.capcom.com



TAKE IT TO THE EDGE. CAPCOM EDGE.
COLLECT CAPCOM EDGE PROOF-OF-PURCHASE POINTS
EVERY TIME YOU BUY ANY SPECIALLY MARKED CAPCOM GAME
TO EARN AMAZING GEAR LIKE SHIRTS, GAMES OR EVEN A
PORTABLE CD PLAYER! PLUS, YOU'LL BE ABLE TO WIN
QUARTERLY SWEEPSTAKES WITH KILLER PRIZES — LIKE YOUR
OWN SIGNATURE SIZE ARCADE MACHINE.

DON'T FIGHT IT! SIGN UP TODAY.

JUST COMPLETE THIS ENTRY FORM OR SEND A 3X5 CARD WITH
YOUR NAME, ADDRESS, PHONE NUMBER AND DATE OF BIRTH,
AND PARENT'S SIGNATURE (IF UNDER 18) TO:

CAPCOM EDGE 475 OAKMEAD PARKWAY SUNNYVALE, CA 94086

Offer valid 9/1/98 to 1/31/00. Maximum 2 awards per name and/or address. To claim awards, send a completed prize redemption form, Capcom Edge or Fighters Edge proof-of-purchase points (or original UPC code) and shipping and handling fees to Capcom Entertainment (see www.capcom.com) for complete details). Award merchandise is subject to change and subject to availability while supply lasts. Allow 10-12 weeks for delivery. Items may be shipped separately. Extra points on orders will not be refunded. Points cannot be transferred or sold to another party for use for any other purpose. Capcom Edge points can not be redeemed for cash. Capcom Entertainment may cancel, rescind or extend this offer at any time. Points are subject to verification. Only original Capcom Edge or Fighters Edge proof of purchase points or original UPC codes are valid from retail packages or from authorized Capcom Edge or Fighters Edge certificates. No reproduction allowed. Points valid only once per game purchase per person. The Capcom Edge program is valid only with current Capcom and Fighters Edge games. Those under age 18, must have parent or guardian signature to participate. The Capcom Edge program is operated by Capcom Entertainment and is open to residents of the United States and Canada including Quebec. Fraudulent claims will be voided. Proof of mailing does not constitute proof of delivery. Capcom is not responsible for lost, incomplete, damaged or illegible claim forms. Certified mail is recommended for orders. Sweepstakes winners will be determined in a random drawing from registered Capcom Edge members. No purchase necessary. Odds of winning depend on number of registered Capcom Edge members. Sony Computer Entertainment, Nintendo of America and Sega of America are in no way affiliated with this program. Employees of Capcom Entertainment, its agencies, vendors and their immediate family members are not eligible for this offer. All decisions of Capcom Entertainment on all matters relating to this promotion are final. Recipients agree that awards are presented on the condition Capcom Entertainment, Sony Computer Entertainment, Nintendo of America, Sega of America, their affiliates, subsidiaries, divisions or related companies, have no liability whatsoever, for any damages, injuries, losses or expenses of any kind resulting from acceptance, possession or use of the award. Award recipient is responsible for any and all Federal, State and local taxes if necessary. Offer is only good in United States and Canada excluding Quebec. Void where prohibited by law. Other restrictions may apply. All orders must be postmarked by 1/31/00.

© CAPCOM CO., LTD. 1998. © CAPCOM U.S.A., INC. 1998. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. CAPCOM EDGE is a trademark of CAPCOM CO., LTD.

CAPCOM
www.capcom.com

CAPCOM

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway
Sunnyvale, CA 94086

Manual-Corey Tresidder; Translation-Katy Bridges; Benemann-Translation; Creative Services-Michi Morita; Jamie Gibson; Marion Clifford; Jennifer Deauville; Marketing-Todd Thorson; Sean Mylett; Manual Design-John Verducci; Studio Em; Packaging Design-Michi Morita; Jamie Gibson; Special Thanks to Tom Shiraiwa, Miki Takano; Robert Lindsey; Elisa Mathez; Jill Uebel; Scott Hunter; Tina Kowalewski; William Gardner; Robert Johnson & Nate McIlvain Williams.

90-Day Limited Warranty

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this PlayStation disc ("CD-ROM") from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the CD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire CD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your CD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the CD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

10 PTS.
RESIDENT EVIL 2



10 PTS.
RESIDENT EVIL 2

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the CD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective CD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your CD-ROM certified mail. CAPCOM will replace the CD-ROM, subject to the conditions above. If replacement CD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state or province to province.



NAME

ADDRESS

CITY

PHONE NUMBER

DATE OF BIRTH

PARENT'S SIGNATURE (IF UNDER THE AGE OF 18)

For information on Capcom's Privacy Policy visit: www.capcom.com

ZIP CODE

STATE